

# Solving PhaseLift by low-rank Riemannian optimization methods for complex semidefinite constraints

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# The Phase Retrieval Problem

- The Phase Retrieval problem concerns recovering a signal given the modulus of its linear transform;
- It is important in many applications, e.g.,
  - X-ray crystallography imaging [Har93];
  - Diffraction imaging [BDP<sup>+</sup>07];
  - Optics [Wal63];
  - Microscopy [MISE08];
- The Fourier transform is considered;

# Problem Statement

- Recover the signal  $x : \mathbb{R}^s \rightarrow \mathbb{C}$  from intensity measurements of its Fourier transform,  $|\tilde{x}(u)| = \left| \int_{\mathbb{R}^s} x(t) \exp(-2\pi u \cdot t \sqrt{-1}) dt \right|$ ;
- Discrete form

$$\text{find } \mathbf{x} \in \mathbb{C}^{n_1 \times n_2 \times \dots \times n_s}, \text{ s. t. } |A\mathbf{x}| = b,$$

where  $x = \text{vec}(\mathbf{x}) \in \mathbb{R}^n$ ,  $n = n_1 n_2 \cdots n_s$  and  $A \in \mathbb{C}^{m \times n}$  defines the Discrete Fourier transform;

## Difficulties and Oversampling

- Solution of the discrete form may be not unique.
- Oversampling in the Fourier domain is a standard method to obtain a unique solution.
  - No benefit for most 1D signals, see e.g., [San85].
  - Give a unique solution for multiple dimensional problems for constrained signals, see e.g. [BS79, Hay82, San85].
  - Algorithms based on alternating projection are used.

## Other Frameworks

- PhaseLift [CESV13] and PhaseCut [WDM13]: Combining using multiple structured illuminations or masks with convex programming;
- A unique rank one solution up to a global phase factor [CESV13, CL13, CSV13, WDM13];
- Stability [CL13, CSV13, WDM13];
- Convex programming solvers, e.g., SDPT3 [TTT99] or TFOCS [BCG11];
- The PhaseLift framework is considered in this presentation.

## PhaseLift: Using Illumination Fields

- The known illumination fields on the discrete signal domain  $\mathbf{w}_r \in \mathbb{C}^{n_1 \times n_2 \times \dots \times n_s}$ ,  $r = 1, \dots, \ell$ .
- Let  $w_r$  denote  $\text{vec}(\mathbf{w}_r)$ . One illumination field gives an equation

$$|A \text{Diag}(w_r)x| = b_r$$

where  $\text{Diag}(w_r)$  denotes an  $n$ -by- $n$  diagonal matrix the diagonal entries of which are  $w_r$ .

- $\ell$  fields yields

$$\left| \begin{pmatrix} A & & & \\ & A & & \\ & & \ddots & \\ & & & A \end{pmatrix} \begin{pmatrix} \text{Diag}(w_1) \\ \text{Diag}(w_2) \\ \vdots \\ \text{Diag}(w_\ell) \end{pmatrix} x \right| = \begin{pmatrix} b_1 \\ b_2 \\ \vdots \\ b_\ell \end{pmatrix} := b$$

## PhaseLift: Using Illumination Fields

- Therefore, the linear operator  $A$  for PhaseLift using the Fourier transform, denote  $Z$ , is

$$Z = \begin{pmatrix} A & & & \\ & A & & \\ & & \ddots & \\ & & & A \end{pmatrix} \begin{pmatrix} \text{Diag}(w_1) \\ \text{Diag}(w_2) \\ \vdots \\ \text{Diag}(w_\ell) \end{pmatrix}$$

- PhaseLift problem:

$$\text{find } x \in \mathbb{C}^n,$$

$$\text{s. t. } |Zx| = b, \text{ or equivalently, } \text{diag}(Zxx^*Z^*) = b^2,$$

where  $*$  denotes the conjugate transpose operator.

## PhaseLift: Lifting to Convex Problem

- Let  $X \in \mathbb{C}^{n \times n}$  denote  $xx^*$ . The Phase Retrieval problem becomes

$$\text{find } X, \quad \text{s. t. } \text{diag}(ZXZ^*) = b^2, X \geq 0 \text{ and } \text{rank}(X) = 1,$$

or equivalently

$$\min \text{rank}(X), \quad \text{s. t. } \text{diag}(ZXZ^*) = b^2, \text{ and } X \geq 0,$$

where  $X \geq 0$  denotes  $X$  is Hermitian positive semidefinite.

- Convex programming

$$\min \text{trace}(X), \quad \text{s. t. } \text{diag}(ZXZ^*) = b^2, \text{ and } X \geq 0.$$



## PhaseLift: Noise Measurements

- Measurements with noise,  $b^2 \in \mathbb{R}^m$ , are sampled from a probability distribution  $p(\cdot; \mu)$ , where  $\mu = \text{diag}(ZXZ^*)$ .
- Minimize the negative log-likelihood function

$$\begin{aligned} \min_x & -\log(p(b; \mu)) \\ \text{such that } & \mu = \text{diag}(ZXZ^*), \end{aligned}$$

- Similarly, an alternate problem can be used:

$$\min -\log(p(b; \mu)) + \kappa \text{trace}(X), \quad \text{s. t. } \text{diag}(ZXZ^*) = b^2, \text{ and } X \geq 0.$$

where  $\kappa$  is a positive constant.

- If the likelihood is log-concave, then it is a convex problem, e.g., for Poisson or Gaussian distributions.

## PhaseLift: Nonconvex Approach

- The complexity can be too high in convex approach.
- The alternate problems are

$$\text{noiseless: } \min_{X \geq 0} \|b^2 - \text{diag}(ZXZ^*)\|_2^2 + \kappa \text{trace}(X),$$

$$\text{noise: } \min_{X \geq 0} -\log(p(b; \text{diag}(ZXZ^*))) + \kappa \text{trace}(X)$$

where  $\kappa$  is a positive constant;

- They are used in [CESV13] and reweighting is used to promote low-rank solutions;
- This motivates us to consider the optimization problem

$$\min_{X \geq 0} H(X)$$

and the desired minimizer is low rank. In particular for the PhaseLift problem, the rank of desired minimizer is 1.

# Optimization on Hermitian Positive Semidefinite Matrices

- Suppose the rank of desired minimizer  $r^*$  is at most  $p$ .
- The domain  $\{X \in \mathbb{C}^{n \times n} | X \geq 0\}$  can be replaced by  $\mathcal{D}_p$ , where  $\mathcal{D}_p = \{X \in \mathbb{C}^{n \times n} | X \geq 0, \text{rank}(X) \leq p\}$ .
- An alternate cost function can be used:

$$F_p : \mathbb{C}^{n \times p} \rightarrow \mathbb{R} : Y_p \mapsto H(Y_p Y_p^*).$$

- Note that for the PhaseLift problem, choosing  $p = 1$  is equivalent not to do the Lifting step. Choosing  $p > 1$  yields computational and theoretical benefits.
- This idea is not new and has been discussed in [BM03] and [JBAS10] for real positive semidefinite matrix constraints.

# First Order Optimality Condition

## Theorem

*If  $Y_p^* \in \mathbb{C}^{n \times p}$  is a rank deficient minimizer of  $F_p$ , then  $Y_p Y_p^*$  is a stationary point of  $H$ .*

*In addition, if  $H$  is a convex cost function,  $Y_p Y_p^*$  is a global minimizer of  $H$ .*

- The real version of the optimality condition is given in [JBAS10].

# Optimization Framework

- Equivalence: if  $Y_p Y_p^* = \tilde{Y}_p \tilde{Y}_p^*$ , then  $F_p(Y_p) = F_p(\tilde{Y}_p)$ ;
- Quotient manifolds are used to remove the equivalence:
  - Equivalent class of  $Y_r \in \mathbb{C}_*^{n \times r}$  is  $[Y_r] = \{Y_r O_r | O_r \in \mathcal{O}_r\}$ , where  $1 \leq r \leq p$ ,  $\mathbb{C}_*^{n \times r}$  denotes the  $n$ -by- $r$  complex noncompact Stiefel manifold and  $\mathcal{O}_r$  denote the  $r$ -by- $r$  complex rotation group;
  - A fixed rank quotient manifold  $\mathbb{C}_*^{n \times r} / \mathcal{O}_r = \{[Y_r] | Y_r \in \mathbb{C}_*^{n \times r}\}$ ,  $1 \leq r \leq p$ ;
- Function on a fixed rank manifold is

$$f_r : \mathbb{C}_*^{n \times r} / \mathcal{O}_r \rightarrow \mathbb{R} : [Y_r] \mapsto F_r(Y_r) = H(Y_r Y_r^*);$$

- Optimize the cost function  $f_r$  and update  $r$  if necessary;
- A similar approach is used in [JBAS10] for real problems;

## Update Rank Strategy

- Most of work is to choose an upper bound  $k$  for the rank and optimize over  $\mathbb{C}^{n \times k}$  or  $\mathbb{R}^{n \times k}$ .
- Increasing rank by a constant [JBAS10, UV14]
  - Descent
  - Globally converge
- Dynamically search for a suitable rank [ZHG<sup>+</sup>15]
  - Not descent
  - Globally converge

## Update Rank Strategy

- Rank reduce is used for the problem in PhaseLift;
- The rank is reduced if the singular values of an iterate have notable bias:
  - Suppose  $r$  is the rank of current iterate and  $\sigma_1 \geq \sigma_2 \dots \geq \sigma_r$  are its singular values;
  - Given a threshold  $\delta \in (0, 1)$ , the next rank is  $q$  if  $\sigma_q > \delta \tilde{\sigma}$  and  $\sigma_{q+1} \leq \delta \tilde{\sigma}$ , where  $\tilde{\sigma} = \|\text{Diag}(\sigma_1, \dots, \sigma_r)\|_F / \sqrt{r}$ ;
- The next iterate is given by truncating relative small singular values;

# Riemannian Optimization

Riemannian optimization algorithms are used to optimize the problem on the fixed rank manifold  $\mathbb{C}_*^{n \times r} / \mathcal{O}_r$ .

Line search Newton (RNewton)	[AMS08]
Trust region Newton (RTR-Newton)	[Bak08]
BFGS (RBFGS)	[RW12, HGA14]
Limited memory version of BFGS (LRBFGS)	[HGA14]
Trust region symmetric rank one update method (RTR-SR1)	[HAG14]
Limited memory version of RTR-SR1 (LRTR-SR1)	[HAG14]
Riemannian conjugate gradient method (RCG)	[AMS08]



# Algorithm 1

- 1: Set initial rank  $r = p$ ;
- 2: **for**  $k = 0, 1, 2, \dots$  **do**
- 3:   Apply Riemannian method for cost function  $f_r$  over  $\mathbb{C}_*^{n \times r} / \mathcal{O}_r$  with initial point  $[Y_r^{(k)}]$  until  $i$ -th iterate  $[W^{(i)}]$  satisfying  $\|\text{grad } f_r([W^{(i)}])\| < \epsilon$  or the requirement of reducing rank with threshold  $\delta$ ;
- 4:   **if**  $\|\text{grad } f_r([W^{(i)}])\| < \epsilon$  **then**
- 5:     Find a minimizer  $[W] = [W^{(i)}]$  over  $\mathbb{C}_*^{n \times p} / \mathcal{O}_p$  and return;
- 6:   **else** {iterate in the Riemannian optimization method meets the requirements of reducing rank}
- 7:     Reduce the rank to  $q < r$  based on truncation with threshold  $\delta$  and obtain an output  $\hat{W} \in \mathbb{C}^{n \times q}$ ;
- 8:      $r \leftarrow q$  and set  $[Y_r^{(k+1)}] = [\hat{W}]$ ;
- 9:   **end if**
- 10: **end for**

# Numerical Experiments

- Artificial Data sets

- The entries of true solution  $x_*$  and the masks  $w_i, i = 1, \dots, l$  are drawn from the standard normal distribution;
- $x_*$  is further normalized by  $\|x_*\|_2$ ;
- $w_i, i = 1, \dots, l$  is further normalized by  $\sqrt{n}$ ;
- The measurements  $b^2$  is set to be  $\text{diag}(Zx_*x_*^*Z^*) + \epsilon$ , where the entries of  $\epsilon \in \mathbb{R}^m$  are drawn from the normal distribution with mean 0 and variance  $\tau$ .

## Cost function and Complexities

- The cost function in this case is

$$f_r([Y_r]) = \frac{\|b^2 - \text{diag}(ZY_r Y_r^* Z^*)\|_2^2}{\|b^2\|_2^2} + \kappa \text{trace}(Y_r Y_r^*);$$

- The closed forms of gradient and action of Hessian are known [HGZ14];
- Their complexities respectively are
  - Function evaluation:  $O(\ell p n s \max_i(\log(n_i)))$ ;
  - Gradient evaluation:  $O(\ell p n s \max_i(\log(n_i))) + O(np^2) + O(p^3)$ ;
  - Action of Hessian:  $O(\ell p n s \max_i(\log(n_i))) + O(np^2) + O(p^3)$ ;
- If  $p \ll n$  (it is true in practice), then all these complexities are dominated by  $O(\ell p n s \max_i(\log(n_i)))$ ;

## Default Setting

- All tests are performed in Matlab R2014a on a 64 bit Ubuntu system with 3.6 GHz CPU (Intel (R) Core (TM) i7-4790).
- The stopping criterion requires the norm of gradient to less than  $10^{-6}$ ;
- The number of masks  $\ell$  is 6;
- The coefficient  $\kappa$  in the cost function is 0;
- Threshold  $\delta = 0.9$  for rank reduction;

## Representative Riemannian Algorithms

- RNewton, RTR-Newton, LRBFSS, LRTR-SR1 and RCG;
- Noiseless measurements, i.e.,  $\tau = 0$ ;
- Initial rank  $p_0 = 8$ ;
- Average of 10 random runs;

# Representative Riemannian Algorithms

Table:  $n = n_1 n_2$ . The subscript  $\nu$  indicates a scale of  $10^\nu$ .

$(n_1, n_2)$	(32, 32)	(32, 64)	(64, 64)	(64, 128)	(128, 128)	(128, 256)	(256, 256)
RNewton	<i>nf</i>	3.24 <sub>1</sub>	3.36 <sub>1</sub>	3.58 <sub>1</sub>	4.12 <sub>1</sub>	4.58 <sub>1</sub>	5.74 <sub>1</sub>
	<i>ng</i>	2.34 <sub>1</sub>	2.58 <sub>1</sub>	2.92 <sub>1</sub>	3.26 <sub>1</sub>	3.8 <sub>1</sub>	4.56 <sub>1</sub>
	<i>nH</i>	4.56 <sub>2</sub>	3.39 <sub>2</sub>	3.86 <sub>2</sub>	4.00 <sub>2</sub>	4.21 <sub>2</sub>	4.88 <sub>2</sub>
	<i>f<sub>f</sub></i>	1.25 <sub>-13</sub>	2.17 <sub>-13</sub>	1.37 <sub>-14</sub>	4.83 <sub>-13</sub>	1.59 <sub>-14</sub>	2.32 <sub>-12</sub>
	<i>t</i>	2.54	3.25	9.28	1.72 <sub>1</sub>	3.02 <sub>1</sub>	7.57 <sub>1</sub>
RTR-Newton	<i>nf</i>	2.82 <sub>1</sub>	2.66 <sub>1</sub>	2.84 <sub>1</sub>	3.06 <sub>1</sub>	3.42 <sub>1</sub>	3.62 <sub>1</sub>
	<i>ng</i>	2.82 <sub>1</sub>	2.66 <sub>1</sub>	2.84 <sub>1</sub>	3.06 <sub>1</sub>	3.42 <sub>1</sub>	3.62 <sub>1</sub>
	<i>nH</i>	3.00 <sub>2</sub>	6.13 <sub>2</sub>	4.36 <sub>2</sub>	484	5.27 <sub>2</sub>	5.33 <sub>2</sub>
	<i>f<sub>f</sub></i>	2.11 <sub>-14</sub>	2.86 <sub>-13</sub>	4.53 <sub>-13</sub>	4.69 <sub>-13</sub>	3.03 <sub>-13</sub>	9.74 <sub>-14</sub>
	<i>t</i>	1.83	5.45	8.23	1.92 <sub>1</sub>	3.42 <sub>1</sub>	6.07 <sub>1</sub>
LRBFGS	<i>nf</i>	9.78 <sub>1</sub>	1.06 <sub>2</sub>	1.20 <sub>2</sub>	133	1.45 <sub>2</sub>	1.84 <sub>2</sub>
	<i>ng</i>	9.6 <sub>1</sub>	1.04 <sub>2</sub>	1.16 <sub>2</sub>	1.29 <sub>2</sub>	1.40 <sub>2</sub>	1.77 <sub>2</sub>
	<i>f<sub>f</sub></i>	6.40 <sub>-12</sub>	6.82 <sub>-12</sub>	7.61 <sub>-12</sub>	1.04 <sub>-11</sub>	1.58 <sub>-11</sub>	2.24 <sub>-11</sub>
	<i>t</i>	<b>6.00<sub>-1</sub></b>	<b>1.03</b>	<b>1.90</b>	<b>3.37</b>	<b>6.86</b>	<b>1.59<sub>1</sub></b>
							<b>3.27<sub>1</sub></b>
LRTR-SR1	<i>nf</i>	1.45 <sub>2</sub>	1.44 <sub>2</sub>	1.56 <sub>2</sub>	1.71 <sub>2</sub>	1.88 <sub>2</sub>	2.29 <sub>2</sub>
	<i>ng</i>	1.45 <sub>2</sub>	1.44 <sub>2</sub>	1.56 <sub>2</sub>	1.71 <sub>2</sub>	1.88 <sub>2</sub>	2.29 <sub>2</sub>
	<i>f<sub>f</sub></i>	1.24 <sub>-11</sub>	1.08 <sub>-11</sub>	1.50 <sub>-11</sub>	3.67 <sub>-11</sub>	3.10 <sub>-11</sub>	4.82 <sub>-11</sub>
	<i>t</i>	9.97 <sub>-1</sub>	1.64	3.16	6.20	1.22 <sub>1</sub>	3.14 <sub>1</sub>
							6.81 <sub>1</sub>
RCG	<i>nf</i>	2.66 <sub>2</sub>	2.59 <sub>2</sub>	2.77 <sub>2</sub>	2.89 <sub>2</sub>	3.11 <sub>2</sub>	3.45 <sub>2</sub>
	<i>ng</i>	2.55 <sub>2</sub>	250	266	2.80 <sub>2</sub>	3.02 <sub>2</sub>	3.36 <sub>2</sub>
	<i>f<sub>f</sub></i>	3.11 <sub>-12</sub>	3.47 <sub>-12</sub>	5.42 <sub>-12</sub>	7.94 <sub>-12</sub>	1.16 <sub>-11</sub>	1.60 <sub>-11</sub>
	<i>t</i>	1.18	2.00	3.74	7.18	1.47 <sub>1</sub>	3.63 <sub>1</sub>
							9.54 <sub>1</sub>

LRBFGS is chosen to be the representative Riemannian algorithm.

## Compare with a Convex Programming Solver

- Compare with convex programming
  - FISTA [BT09] in Matlab library TFOCS [BCG11];
  - $X$  can be too large to be handled by the solver;
  - A low rank version of FISTA is used, denoted by LR-FISTA;
  - The approach is used in [CESV13, CSV13];
  - Works in practice but no theoretical results.

## Compare with a Convex Programming Solver

- $n_1 = n_2 = 64$ ;  $n = n_1 n_2 = 4096$ ;
- LR-FISTA stops if  $\frac{\|X^{(i)} - X^{(i-1)}\|_F}{\|X^{(i)}\|_F} < 10^{-6}$  or  $iter > 2000$ ;
- Noise and noiseless problems are tested;
- For noise measurements:
  - $\tau = 10^{-4}$ , i.e., the signal-to-noise ration (SNR)  $10 \log_{10} \left( \frac{\|b^2\|_2^2}{\|b^2 - \hat{b}^2\|_2^2} \right)$  is 31.05 dB, where  $b^2 = \text{diag}(Zx_*x_*^*Z^*)$  and  $\hat{b}$  is the noise measurements;
  - Multiple  $\kappa$  are used;



# Noiseless Measurements

**Table:**  $k$  denotes the upper bound of the low-rank approximation in LR-FISTA.  $\sharp$  represents the number of iterations reach the maximum. The relative mean-square error (RMSE) is  $\min_{a:|a|=1} \|ax - x_*\|_2 / \|x_*\|_2$ .

noiseless	Algorithm 1	LR-FISTA ( $k$ )				
		1	2	4	8	16
<i>iter</i>	124	1022	377	601	1554	2000 $\sharp$
<i>nf</i>	129	2212	804	1278	3360	4322
<i>ng</i>	124	1106	402	639	1680	2161
$f_f$	4.62 $_{-12}$	8.18 $_{-12}$	4.50 $_{-11}$	4.64 $_{-12}$	1.54 $_{-11}$	1.27 $_{-9}$
RMSE	6.34 $_{-6}$	1.01 $_{-5}$	1.74 $_{-5}$	1.46 $_{-5}$	1.10 $_{-4}$	2.56 $_{-3}$
<i>t</i>	2.12	1.27 $_2$	5.25 $_1$	9.35 $_1$	3.48 $_2$	6.86 $_2$

- Algorithm 1 is faster and gives smaller RMSE.

# Noise Measurements

**Table:**  $k$  denotes the upper bound of the low-rank approximation in LR-FISTA. RMSE denotes  $\min_{a:|a|=1} \|ax - x_*\|_2 / \|x_*\|_2$ . ‡ represents the number of iterations reach the maximum.

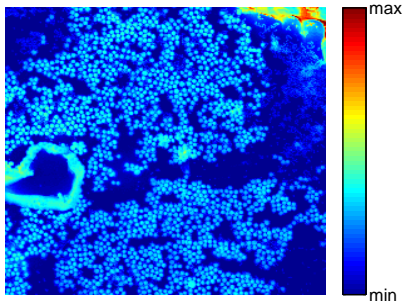
noise	$\kappa$	Algorithm 1	LR-FISTA ( $k$ )				
			1	2	4	8	16
<i>iter</i>	$10^{-2}$	84	409	2000‡	2000‡	2000‡	2000‡
	$10^{-4}$	122	978	2000‡	2000‡	2000‡	2000‡
<i>nf</i>	$10^{-2}$	86	886	4280	4284	4290	4280
	$10^{-4}$	129	2116	4296	4316	4300	4318
<i>ng</i>	$10^{-2}$	84	526	3468	3376	3242	3371
	$10^{-4}$	122	1105	2148	2158	2150	2159
<i>f<sub>f</sub></i>	$10^{-2}$	$1.63_{-1}$	$1.63_{-1}$	$1.77_{-1}$	$2.24_{-1}$	$2.75_{-1}$	$3.04_{-1}$
	$10^{-4}$	$1.80_{-3}$	$1.80_{-3}$	$1.81_{-3}$	$2.19_{-3}$	$4.55_{-3}$	$7.01_{-3}$
RMSE	$10^{-2}$	$1.80_{-1}$	$1.80_{-1}$	$2.64_{-1}$	$3.60_{-1}$	$4.19_{-1}$	$4.45_{-1}$
	$10^{-4}$	$2.63_{-3}$	$2.63_{-3}$	$6.46_{-3}$	$2.17_{-2}$	$4.98_{-2}$	$6.57_{-2}$
<i>t</i>	$10^{-2}$	1.59	5.17 <sub>1</sub>	3.79 <sub>2</sub>	4.48 <sub>2</sub>	5.73 <sub>2</sub>	9.45 <sub>2</sub>
	$10^{-4}$	2.06	1.21 <sub>2</sub>	3.05 <sub>2</sub>	3.17 <sub>2</sub>	4.80 <sub>2</sub>	7.85 <sub>2</sub>

## Noise Measurements (Continue)

**Table:**  $k$  denotes the upper bound of the low-rank approximation in LR-FISTA. RMSE denotes  $\min_{a:|a|=1} \|ax - x_*\|_2 / \|x_*\|_2$ .  $\sharp$  represents the number of iterations reach the maximum.

noise	$\kappa$	Algorithm 1	LR-FISTA ( $k$ )				
			1	2	4	8	16
$iter$	$10^{-6}$	128	1027	2000 $\sharp$	2000 $\sharp$	2000 $\sharp$	2000 $\sharp$
	0	138	1070	2000 $\sharp$	2000 $\sharp$	2000 $\sharp$	2000 $\sharp$
$nf$	$10^{-6}$	132	2210	4266	4312	4336	4316
	0	143	2306	4308	4322	4314	4320
$ng$	$10^{-6}$	128	1105	2712	2156	2168	2158
	0	138	1153	2154	2161	2157	2160
$f_f$	$10^{-6}$	1.84 $_{-5}$	1.84 $_{-5}$	1.91 $_{-5}$	2.35 $_{-5}$	3.55 $_{-5}$	7.62 $_{-5}$
	0	4.08 $_{-7}$	4.08 $_{-7}$	1.16 $_{-6}$	6.27 $_{-6}$	2.51 $_{-5}$	8.89 $_{-5}$
RMSE	$10^{-6}$	6.72 $_{-4}$	6.72 $_{-4}$	1.09 $_{-3}$	2.10 $_{-3}$	3.53 $_{-3}$	6.27 $_{-3}$
	0	6.70 $_{-4}$	6.70 $_{-4}$	1.09 $_{-3}$	2.18 $_{-3}$	4.01 $_{-3}$	7.29 $_{-3}$
$t$	$10^{-6}$	2.13	1.27 $_2$	2.75 $_2$	3.01 $_2$	4.64 $_2$	7.04 $_2$
	0	2.20	1.34 $_2$	2.63 $_2$	2.98 $_2$	4.32 $_2$	6.91 $_2$

## The Gold Ball Data



**Figure:** Image of the absolute value of the 256-by-256 complex-valued image.  $n = 65536$ . The pixel values correspond to the complex transmission coefficients of a collection of gold balls embedded in a medium.

Thank Stefano Marchesini at Lawrence Berkeley National Laboratory for providing the gold balls data set and granting permission to use it.

## The Gold Ball Data

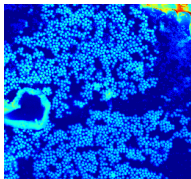
A set of binary masks contains a mask that is all 1 (which yields the original image) and several other masks comprising elements that are 0 or 1 with equal probability.

**Table:** RMSE and computational time (second) results with varying number and types of masks are shown in format RMSE/TIME.  $\#$  represents the computational time reaching 1 hour, i.e.,  $3.6 \times 10^3$  seconds.

SNR (dB)	Algorithm 1			LR-FISTA		
	20	40	inf	20	40	inf
6 Gaussian	8.32 <sub>-3</sub> /4.30 <sub>1</sub>	8.32 <sub>-5</sub> /4.50 <sub>1</sub>	3.12 <sub>-6</sub> /4.19 <sub>1</sub>	8.32 <sub>-3</sub> / $\#$	3.12 <sub>-4</sub> / $\#$	3.12 <sub>-4</sub> / $\#$
6 binary	7.23 <sub>-1</sub> /7.90 <sub>2</sub>	1.29 <sub>-1</sub> /4.24 <sub>2</sub>	1.09 <sub>-1</sub> /4.42 <sub>2</sub>	8.24 <sub>-1</sub> / $\#$	4.98 <sub>-1</sub> / $\#$	4.98 <sub>-1</sub> / $\#$
32 binary	2.21 <sub>-1</sub> /6.84 <sub>2</sub>	3.02 <sub>-3</sub> /7.36 <sub>2</sub>	2.57 <sub>-3</sub> /6.54 <sub>2</sub>	6.07 <sub>-1</sub> / $\#$	5.82 <sub>-1</sub> / $\#$	5.78 <sub>-1</sub> / $\#$

# The Gold Ball Data

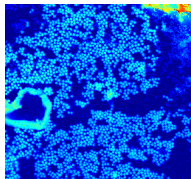
6 Gaussian masks, SNR: Inf



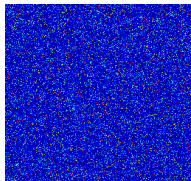
10 times error



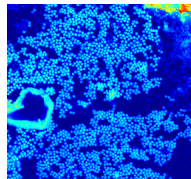
6 Binary masks, SNR: Inf



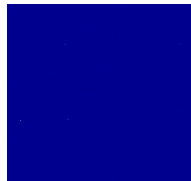
10 times error



32 Binary masks, SNR: Inf

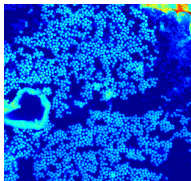


10 times error

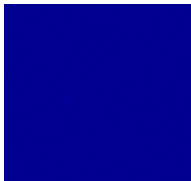


# The Gold Ball Data

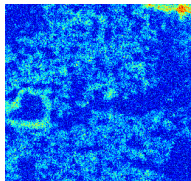
6 Gaussian masks, SNR: 20



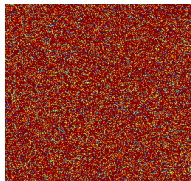
10 times error



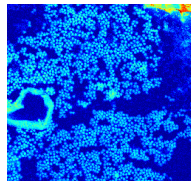
6 Binary masks, SNR: 20



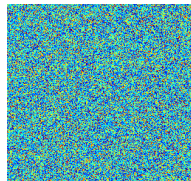
10 times error



32 Binary masks, SNR: 20



10 times error






## Conclusion

- A low-rank problem is proposed to replace optimization problems on Hermitian positive semidefinite matrices;
- The first order optimality condition is given;
- For the PhaseLift problem, an algorithm based on a rank reduce strategy and a state-of-the-art Riemannian algorithm is suggested;
- Experiments of noise, noiseless, Gaussian masks and binary masks are tested and show that the new algorithm is more efficient and effective than the LR-FISTA algorithm.



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